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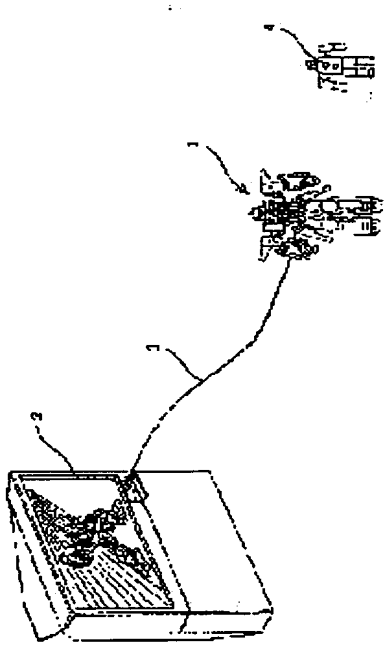
(54) VIDEOGAME SYSTEM

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a videogame system capable of changing the proceeding of a game by the operation using an operation means and the inherent information obtained from an information transmitter, and synchronizing the game with a real toy.

SOLUTION: The videogame system comprises a game machine body 1, a monitor device 2 connected to the game machine body 1, an operation means 20 operated by the player, and an information transmitter 4 with a transmission means 44 for transmitting characteristic information. The game machine body 1 has a processing means 6 for processing the game according to a game program stored in a memory 5, and a receiving means 11 for receiving the information transmitted by the information transmitter 4. The processing means 6 of the game machine body 1 receives the information of the information transmitter 4 and varies the development of the game in a manner matching the information received.



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CLAIMS

[Claim(s)]
[Claim 1] The video game system characterized by having the following requirements.
(b) The monitoring device by which the above-mentioned video game system is connected to the body of a game machine, and this body of a game machine, It consists of an actuation means operated by the player, and at least one information dispatch object which disseminates the information on a proper. The processing means of the body of the having [the above-mentioned body of a game machine]-processing means [to process a game based on the game program memorized by memory], and receiving means to receive information which above-mentioned information dispatch object disseminates (b) above-mentioned game machine receives the information on the above-mentioned information dispatch object. Thing [claim 2] which processes the game for changing game expansion corresponding to the result of having identified the received information It is the video-game system according to claim 1 which disseminates both the information which memorized, and both [either or] on a pocket mold game equipment proper to said body of a game machine by said video-game system having pocket mold game equipment which has an informational reception-and-transmission means in addition to the above-mentioned information dispatch object while memorizing the information which this pocket game equipment received the information which said information dispatch object disseminates, and received.
[Claim 3] Said pocket mold game equipment is the video game system according to claim 1 to 2 which can perform transmission and reception of other pocket mold game equipments, data, and a message.
[Claim 4] Said pocket game equipment is a video game system according to claim 1 to 3 which will develop a predetermined game if it has timer ability, appeal actuation is performed to a player for every predetermined time progress and a player carries out response actuation.
[Claim 5] It is the video-game system according to claim 1 to 4 to which said information dispatch object is formed in the body of a game machine removable, this body of a game machine has a recognition means recognize the attachment-and-detachment condition of said information dispatch object, said processing means identifies the information disseminated from an information dispatch object at the time of wearing, and the information which are disseminated from an information dispatch object at the time of balking based on recognition of the above-mentioned recognition means, and game expansion changes.
[Claim 6] It is the video game system according to claim 1 to 5 currently formed by said information dispatch object imitating the subcharacter which appears in a game while said body of a game machine imitates the Maine character which appears in a game and being formed.
[Claim 7] Said information dispatch object is a video game system according to claim 1 to 6 currently formed in said body of a game machine possible [installation] in one gestalt or other gestalten while being reversibly formed in other gestalten possible [gestalt change] from one gestalt.
[Claim 8] Said body of a game machine is a video game system according to claim 1 to 7 by which said actuation means is formed in one.

[Translation done.]

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DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[Field of the Invention] This invention relates to the video game system from which expansion of game processing changes, when the body of a game machine receives the information which an information dispatch object disseminates.
[0002]
[Description of the Prior Art] Each home is permeated, so that video game equipment for home use spreads quickly and is indispensable to everyday play in recent years. The configuration of many video game equipments connects the body of a game machine, and television by the exclusive cable, and loads the body of a game machine with the storage which memorized the game program, and a game develops it according to the game program transmitted to video game equipment from a storage. As for these video game equipments, it was common to have operated the controller which is the actuation means connected to the body of a game machine, and to have advanced a game.
[0003]
[Problem(s) to be Solved by the Invention] However, although there is also a merit by operating the controller which is the actuation means separated from the body of a game machine when developing a game speedily Although all visual information is very dry, and a controller is effective [information] if it competes for speed or a technique once it is displayed on the screen of a monitoring device and lets on a screen out of sight There was an insipid thing in advance of the game only in a controller, when not playing a game, there is no utility value, and there was also a problem which is only an encumbrance.
[0004] Moreover, although there were many cases where the character which appears in a popular game was sold as a toy, it was sale of the toy simple substance for which it depended on the popularity of a game to the last, and was not what has direct relevance on play between the character which appears in a game, and the toy which modeled the character.
[0005] This invention cancels the above-mentioned trouble, and using the information on the information dispatch object proper which an information dispatch object sends in addition to actuation of the game by the actuation means, while being able to give change to game expansion, let it be the technical problem to offer the video game system of the new way of thinking which the character on a game and an actual toy can be synchronized and can play.
[0006]
[Means for Solving the Problem] In order to solve said technical problem, the video game system concerning this invention is characterized by having the following requirements.
(b) The monitoring device by which the above-mentioned video game system is connected to the body of a game machine, and this body of a game machine, It consists of an actuation means operated by the player, and at least one information dispatch object which disseminates the information on a proper. The processing means of the body of the having [the above-mentioned body of a game machine]-processing means [to process a game based on the game program memorized by memory], and receiving means to receive information which above-mentioned information dispatch object disseminates (b) above-mentioned game machine receives the information on the above-mentioned information dispatch object. Thing [0007] which processes the game for changing game expansion corresponding to the result of having identified the received information In addition, said video-game system has pocket mold game equipment which has an informational reception-and-

transmission means in addition to the above-mentioned information dispatch object, and while this pocket game equipment memorizes the information which received the information which said information dispatch object disseminates, and received, it may make disseminate both the information which memorized, and both [either or] on a pocket mold game equipment proper to said body of a game machine.
[0008] Moreover, said pocket mold game equipment can be made to perform transmission and reception of other pocket mold game equipments, data, and a message, and is made to perform informational exchange with pocket mold game equipments.
[0009] And said pocket game equipment has timer ability, performs appeal actuation to a player for every predetermined time progress, and if a player carries out response actuation, it may enable it to develop a predetermined game.
[0010] Furthermore, said information dispatch object is formed in the body of a game machine removable, and this body of a game machine has a recognition means recognize the attachment-and-detachment condition of said information dispatch object, and the information disseminated from an information dispatch object at the time of wearing and the information disseminated from an information dispatch object at the time of balking identify based on recognition of the above-mentioned recognition means, and it may make said processing means change game expansion.
[0011] In addition, while said body of a game machine imitates the Maine character which appears in a game and being formed, it is desirable to give identity between the character which said information dispatch object imitates the subcharacter which appears in a game, is formed, and appears on a game, the gestalt of the actually gained body of a game machine, and the gestalt of an information dispatch object.
[0012] And said information dispatch object is formed in said body of a game machine possible [installation] in one gestalt or other gestalten, and may enable it to coalesce the body of a game machine, and an information dispatch object while it is reversibly formed in other gestalten possible [gestalt change] from one gestalt.
[0013] And again, said body of a game machine does not need a controller etc., but is made to perform advance of a game by operating an actuation means by which said actuation means was formed in one and formed in the body of a game machine itself.
[0014]
[Embodiment of the Invention] Drawing 1 shows an example of the video game system concerning this invention, and this video game system consists of a body 1 of a game machine formed by imitating a robot, a monitoring device 2 connected to the body 1 of a game machine through a signal cable 3, and an information dispatch object 4 equipped with a dispatch means to disseminate predetermined information while imitating a small robot and being formed.
[0015] The memory 5 the body 1 of a game machine remembers a game program to be inside idiosoma 10 as shown in drawing 2 (a), Read the game program memorized from the above-mentioned memory 5, and game processing is carried out. A processing means 6 to output a video signal and a sound signal to television which is a monitoring device 2 is established. In idiosoma 10 front face A coalesce recognition means 14 to recognize that a receiving means 11 to receive the information which the information dispatch object 4 disseminates, the display 12 which displays an operating state, the stop section 13 which stops the information dispatch object 4, and the information dispatch object 4 were held at the body 1 of a game machine, and coalesced is mainly arranged. The actuation means 20 operated when advancing a game, and the output terminal 21 which outputs a sound signal and a video signal are arranged in tooth-back 10a. In addition, a sign 22 shows an electric power switch (refer to drawing 2 (b)).
[0016] The receiving means 11 consists of infrared light sensing portions, the infrared signal which the dispatch means 44 of the information dispatch object 4 mentioned later sends can be received now, and this infrared signal is analyzed with the processing means 6, and it is programmed so that it can change without advance of a game operating the actuation means 20 based on an analysis result.
[0017] The actuation means 20 consists of four cursor carbon buttons 23, 24, 25, and 26 and one decision carbon button 27, the switches SW1-SW5 which detect press are arranged by each carbon button, and the operating state of these switches SW1-SW5 is recognized with the processing means 6, and is used for game advance.
[0018] The memory 5 which memorizes a control program required for drawing 3 to show the block diagram of a video game system, and perform a game through a bus line 30 to CPU which is a control means 6, image data,

voice data, etc., The video processor 31 which generates a game screen, and the voice processor 32 which generates a game sound are connected. The video processor 31 and the voice processor 32 are connected to the terminal 21 for an output, and a sound signal and a video signal are inputted into television which is a monitoring device 2 through a cable 3. Moreover, LED which is the switch SW6 and display 12 which constitute the actuation means 20 and the coalesce recognition means 14 through I/O Port 35 is connected to a bus line 30, and the A/D-conversion section 38 which changes into a digital signal the infrared signal which received light by the infrared light sensing portion 11 is connected through I/O Port 37.

[0019] While CPU6 analyzes the infrared signal which the infrared light sensing portion 11 received, recognizes it as the information dispatch object 4 having not coalesced if the coalesce recognition switch SW6 is in an OFF condition and goes into the conversational mode with the information dispatch object 4 of a subrobot gestalt It discriminates what the information dispatch object 4 (subrobot) is from the information analyzed from the infrared signal, and the message data corresponding to a subrobot is read from memory 5, and it changes into the picture signal and sound signal corresponding to a message, and outputs to television 2, and the simulation conversational mode is performed.

[0020] If the infrared signal with which the coalesce recognition switch SW6 is sent from the information dispatch object 4 mentioned later in the state of ON on the other hand receives, an information dispatch object 4 will change a gestalt from a subrobot gestalt to an arms gestalt, and the arms which coalesced when judged that it had moreover coalesced in the body 1 of a game machine, arms were made to coalesce in the Maine robot on a screen and push actuation of the decision carbon button 27 was carried out operate.

[0021] The information dispatch object 4 is formed so that a gestalt can be reversibly changed from the gestalt of the subrobot which is one gestalt shown in drawing 4 (a) to the gestalt of the arms which are other gestalten shown in drawing 4 (b), and in a robot gestalt, only while the transmitting carbon button 41 has been arranged and pushing on the head 40, a switch SW7 turns it on. And the infrared transmitting section 44 which disseminates the red LED 43 and information which show an operating state to a thorax 42 is arranged. While the infrared transmitting section 44 comes to be located in the back end section, in an arms gestalt and on both sides of the infrared transmitting section 44 As the fitting heights 45 which fit into the fitting crevice which is the stop section 13 formed in the thorax of the body 1 of a game machine show a projection, drawing 5 (a), and (b) If the information dispatch object 4 is made to coalesce in the body 1 of a game machine with the gestalt of arms, the fitting heights 45 fit into the fitting crevice 13, a coalesce condition is formed, and the coalesce recognition switch SW6 is pressed on the rear face of the information dispatch object 4, and turns on. In addition, when the information dispatch object 4 is made to coalesce in the body 1 of a game machine, the infrared transmitting section 44 has countered the infrared light sensing portion 11.

[0022] As shown in the block diagram of drawing 3 , while pushing the transmitting carbon button 41 (while SW7 turns on), and an electrical potential difference is supplied to a control circuit 46 and red LED 43 turns on the information dispatch object 4, the information on the information dispatch object proper memorized beforehand in the control circuit 46 (code) is disseminated as an infrared signal from the infrared transmitting section 44.

[0023] Next, the flow chart Fig. of drawing 6 - drawing 9 explains a video game system use mode.

[0024] ON of a power source expresses a game start screen as a step ST 1 on the screen of a monitoring device 2. If push actuation is detected in the decision carbon button 27 of the body 1 of a game machine (step ST 2), it will progress to the battle game routine of a step ST 3.

[0025] If an infrared signal is transmitted from the infrared transmitting section 44 and the infrared light sensing portion 11 of the body 1 of a game machine receives an infrared signal while red LED 43 will turn on the decision carbon button 27, if push actuation of the subrobot's 4 transmitting carbon button 41 is carried out without detecting push actuation (step ST 4), it will progress to the interactive-mode routine of a step ST 5.

[0026] A user is made to transform a gestalt into the gestalt of a subrobot's gestalt to arms for the information dispatch object 4, and if it is made to coalesce on the body 1 of a game machine and ON of the coalesce recognition switch SW6 is checked (step ST 6), it will progress to the individual recognition routine of a step ST 7.

[0027] By the battle game routine, it checks whether the subrobot has coalesced (step ST 101). (does the coalesce recognition switch SW6 turn on or not?) When having coalesced (does the coalesce recognition switch SW6 turn on?) Coalesce graphical display corresponding to the subrobot which progressed to a step ST 102 and coalesced in it is carried out (step ST 103). The screen to which the start of a game is urged at a step ST 104 is displayed, and when progressing to a step ST 106 and having not coalesced in it, the screen to which the start of a game is urged at a step ST 105 is displayed (when the coalesce recognition switch SW6 is OFF), and it progresses to a step ST 106.

[0028] If the decision carbon button 27 is pushed at a step ST 106, a battle game will begin (step ST 107). If the condition of coalesce is checked in the middle of a game (step ST 108), a game starts in the state of coalesce and a coalesce condition is canceled on the way, it will progress to a step ST 109, a motion of an enemy robot will stop, graphical display of the condition that a subrobot dissociates from the Maine robot will be carried out (step ST 110), the power of a missile and a graphic will be changed into the normal mode (step ST 111), and a game will resume.

[0029] If a game starts in the state of un-coalescing and a subrobot is made to coalesce in the body 1 of a game machine on the way (step ST 112), since the coalesce recognition switch SW6 will be turned on Progress to a step ST 113, and a motion of an enemy robot stops and coalesce graphical display corresponding to the subrobot which coalesced is carried out (step ST 114). The power of a missile and a graphic are changed according to a subrobot (step ST 115), the message screen of a game restart is displayed and a game restart is carried out (step ST 116), and after a game is completed, it returns to a main routine.

[0030] By the interactive-mode routine, if individual recognition of a subrobot can be performed from an infrared signal, a subrobot's graphic will be displayed on a screen (step ST 201), the displayed subrobot will speak the words of a proper, and a situation to which ** is also considering conversation as the Maine robot will be developed (step 202-STs 204). The mini game (for example, picture doubling game) beforehand set up after the conversational mode was completed starts (step ST 205), after a game is completed, a subrobot's comment to a game result is outputted (step ST 206), an interactive mode is completed, and it returns to a main routine.

[0031] The message which stimulates infrared discharge of the subrobot which has coalesced at a step ST 301 is expressed as an individual recognition routine. If a dispatch carbon button is pushed, an infrared signal is sent toward a receive section, the processing section analyzes the received infrared signal, recognition of an individual can be performed (step ST 302), the coalesce condition is maintained, it will progress to a battle game routine and coalesce will be canceled, it will return to a main routine (step ST 303).

[0032] As mentioned above, since it can be made to change with the information on information dispatch object 4 proper which the information dispatch object 4 sends, without limiting expansion of a game only to the actuation means 20, the width of face of play can be expanded. Moreover, since the contents of the game change by whether the information dispatch object 4 has coalesced in the body 1 of a game machine and expansion of a game changes using the information which the information dispatch object 4 disseminates in addition to actuation of the game of only the actuation means 20 even if the information which the information dispatch object 4 disseminates is the same information, the game which cannot taste can enjoy with the conventional video-game equipment which aims at advance of a game only by the controller.

[0033] In addition, you may make it a gestalt change from the gestalt of a transit object or an aircraft to the gestalt of arms, although above-mentioned game equipment explained the case where an information dispatch object changed to a robot's gestalt and the gestalt of arms reversibly, without being limited to a robot's gestalt.

[0034] Similarly, you may be the gestalt of a transit object, an aircraft, etc., without limiting the body of a game machine to a robot's configuration.

[0035] Next, the pocket mold game equipment which can receive the information which said information dispatch object disseminates, and can transmit the received information to the body of game equipment instead of an information dispatch object is explained. As shown in drawing 10 , the body 51 of equipment imitated the wrist watch, was formed, and can fix now this pocket mold game equipment 50 to a wrist with a wristband 52.

[0036] As the body 51 of equipment is covered by the covering device material 53 which can open and close a top face and is shown in drawing 11 The liquid crystal display 54 which will have been arranged on the background of the covering device material 53 if the covering device material 53 was opened is what shows the relation between the body 1, the information dispatch object 4, pocket mold game equipment 50, and other pocket mold game equipment 50'. The information dispatch object 4 is the thing which enabled it to disseminate the information on a proper to the body 1 of a game machine with infrared radiation, as mentioned above. While pocket mold game equipment 50 receives the information which the information dispatch object 4 disseminates and memorizes the received information in memory 58 It is what has come to be able to do a game while memorizing and appearing in memory 58 based on transmitting directions and looking at a liquid crystal display 54. Cursor carbon button 55a operated in order to advance a game in the top face of the body 51 of equipment, decision carbon button 55b, and Cancel button 55c are arranged, and the informational transmitting means 56 and the informational receiving means 57 are formed in the rear-face side so that informational transmission and reception can be performed in the condition of having fixed to the wrist. In addition, a sign 57 shows a cell box.

[0037] The actuation means 55 which drawing 12 is the block diagram showing the example of circuitry of pocket mold game equipment, and consists of cursor carbon button 55a, decision carbon button 55b, and Cancel button 55c, A transmitting means 56 to transmit to other pocket mold game equipments, or to transmit information to the body of a game machine, A receiving means 57 to receive the information which other pocket mold game equipments disseminate, and the information which the information dispatch object 4 disseminates, A storage means 58 to memorize the receipt information which received with the receiving means 57, a game program and voice data, image data, etc. (memory), It has CPU62 which are the display means (liquid crystal display) 54 for displaying image data and alphabetic data, a sound generating means 59 to output a sound effect and a message, the luminescence means 60, and the clock function 61 and the control means which controls each of these means. In addition, the transmitting means 56 consists of infrared diode 56a and driver 56b, and the receiving means 57 consists of photodiode 57a and amplifier 57b. Moreover, piezoelectric-loudspeaker 59a is used as a sound generating means 59, LED60a is used as a luminescence means 60, and, as for Signs 59b and 60b, a driver is shown, respectively.

[0038] And drawing 13 shows that exchange of other pocket mold game equipment 50', data, or a message can be performed while ** can also disseminate the information which the information dispatch object 4 disseminated [pocket mold game equipment 50] towards the body 1 of a game machine so that the information dispatch object 4 may disseminate information.

[0039] In such a configuration, the example of pocket mold game equipment 50 of operation is based and explained in the flow chart Fig. of drawing 14 - drawing 16 .

[0040] A menu screen will be displayed, if a power source is turned on and registration processing of an owner's identifier is performed (step ST 1). If it will progress to a step ST 12 and an OFF screen will be displayed, if closing actuation is carried out, and opening actuation is carried out, it returns to a step ST 10 and a menu screen is displayed, and if opening actuation is not carried out, it will go into a standby mode (step ST 14).

[0041] If a game is chosen in a menu screen, it will progress to game mode, if a communication link is chosen, it will progress to the communicate mode, and if a timer display is chosen, it will progress to timer mode.

[0042] The game which operates a manual operation button 55 in game mode, and is developed by the liquid crystal display 54 can be played, and ON/OFF of a setup/display of time of day, and a call function and ON/OFF of the output of a sound can be set up in timer mode.

[0043] Selection of the communicate mode expresses a communication link selection screen as a step ST 401.

[0044] If e-mail is chosen, it will progress to a step ST 403 and will become an e-mail creation screen. Here, if it chooses with a cursor carbon button from the fixed form sentences currently created beforehand and a decision carbon button is pushed, it will progress to a step ST 405 and e-mail will be transmitted. After transmission of e-mail is completed, the communicate mode is ended and it returns to a menu screen.

[0045] Selection of a battle displays the selection screen which progresses to a step ST 407 and chooses a battle character. If a battle character is chosen with a cursor carbon button and a decision carbon button is pushed, it will progress to a step ST 408, a battle character will be transmitted to a partner's pocket mold game equipment, and a battle game will start (step ST 410). After a game is completed, a result is displayed (step ST 411), and if it is a re-game, a decision carbon button will be pushed, return and a game will not be played to a step ST 407 and a Cancel button is pushed, the communicate mode will be ended and it will return to a menu screen.

[0046] Selection of data chooses from the information dispatch object 4 whether the information which received whether information would be received from the information dispatch object 4, or the information on pocket mold game equipment 50 proper is transmitted to the body 1 of a game machine (step ST 413).

[0047] If reception is chosen, since a start check screen will come out at a step ST 414, if a decision carbon button is pushed, since a receiving display screen will come out, the information to which the transmitting carbon button 41 of the information dispatch object 4 is sent from push and the information dispatch object 4 is received in a receive section 57. While memorizing the information received when reception was completed normally in memory 58, while displaying the image of the character in relation to information, the identifier of the character is indicated by scrolling (step ST 417), the communicate mode is ended, and it returns to a menu screen.

[0048] In addition, it can be used in game mode instead of transmitting the information received from the information dispatch object 4 to the body 1 of a game machine. If the received information is used in a game, it can result in change (for example, it changes into the character relevant to the information which received the graphic of the character which carries out picture doubling in a slot machine game) to the contents of the game.

[0049] If transmission is chosen, since a start check screen will come out at a step ST 418, if a decision carbon button is pushed, the screen which displays under transmission will be displayed (step ST 419), and the information on the information dispatch object memorized by memory 58 will be transmitted toward the body 1 of a game machine. After transmission is completed, it progresses to a step ST 420 and a transmitting end screen is displayed, the communicate mode is ended, and it returns to a menu screen. As for the body 1 of a game machine which received the information which pocket mold game equipment 50 disseminated, also as for **, the information dispatch object 4 can perform same processing with having disseminated information.

[0050] In addition, the point counter which is not illustrated when a game is performed in game mode and clear [of the game] is carried out counts up. When a point counter counts up at a predetermined count The information on a pocket game equipment proper (for example, keycode which starts the special program of the body 1 of a game machine) becomes ready-for-sending ability at a step ST 418. The body 1 of a game machine which received the information on pocket game equipment 50 proper may be made to perform a special program (for example, for the character to be made to introduce to the same character as the gestalt of the body of a game machine displayed on the monitoring device 2).

[0051] In a standby mode, predetermined time (it sets up in 1 hour in this invention) progress is carried out, if it is within a limit time zone (it is set as 8:00-21:00 in this invention), while progressing to a step ST 503 and blinking LED60a, an alarm sound will be outputted, and appeal will be performed to a player. If a player notices and a lid is opened into predetermined time (it is set as 10 seconds in this invention), while displaying the character on a liquid crystal display 54, it asks [whether the identifier of the registered player is displayed (for example, Mr. XXX, a halo), and a game is played, and] (step ST 507). If a decision carbon button is pushed, it will progress to game mode, and if a lid is shut as it is, it will change to an OFF screen display again and opening actuation will be carried out, it returns to a step ST 10 and a menu screen is displayed, and if opening actuation is not carried out, it will go into a standby mode (step ST 14).

[0052] As mentioned above, while being able to play pocket mold game equipment 50 independent one, exchange of data and exchange of e-mail can be carried out, and pocket mold game equipment 50 comrades can be played.

[0053] Furthermore, the information which the information dispatch object 4 disseminates is received, it can memorize in memory 58 and the memorized information can be disseminated to it toward the body 1 of a game machine.

[0054] Thus, while being able to transmit information to the body 1 of a game machine directly and being able to play from the information dispatch object 4, even if there is no information dispatch object 4 near the body 1 of a game machine, instead of the information dispatch object 4, pocket mold game equipment 50 can disseminate information indirectly to the body 1 of a game machine.

[0055] Moreover, data and a message can be transmitted and received by pocket mold game equipment 50 comrades. Since a game can be played, a game can be played using the body 1 of a game machine with pocket mold game equipment 50 simple substance and pocket mold game equipment 50 comrades can also be played While the width of face of play spreads in each stage, it can play not only on the interior of a room but on the outdoors, and the game according to the location in which a player is without limiting the location which plays can be enjoyed.

[0056]

[Effect of the Invention] According to invention of claim 1, since it can be made to change with the information on the information dispatch object proper which an information dispatch object sends, without limiting expansion of a game only to an actuation means, the video game system which can expand the width of face of play can be offered.

[0057] While according to invention of claim 2 pocket mold game equipment receives the information which said information dispatch object disseminates and this pocket mold game equipment memorizes the received information Since the memorized information or the information on the proper of pocket mold game equipment can be disseminated to the body of a game machine Even if there is no information dispatch object near the body of a game machine, instead of an information dispatch object, information can be transmitted to the body of a game machine, and by ****** of an information dispatch object, the game software which does not operate can be started by transmitting the information on the proper of pocket mold game equipment.

[0058] According to invention of claim 3, pocket mold game equipment Since it was made to perform transmission and reception of other pocket mold game equipments, data, and a message Since informational exchange and an informational game can be played with pocket mold game equipments, the body of a game machine can be left only as an informational medium and it can play since play relevant to the body of a game machine is made and it can play with pocket mold game equipments, according to the location which plays, pocket mold game equipments and the interior of a room -- the body of a game machine and outdoor -- play can be chosen.

[0059] Since a predetermined game can be developed if according to invention of claim 4 pocket game equipment has timer ability, appeal actuation is performed to a player for every predetermined time progress and a player carries out response actuation, intimate relation can be built between pocket mold game equipment and a player.

[0060] Since the graphical display of the condition that the information dispatch object has coalesced in the Maine character on a screen for the information which an information dispatch object is formed possible [coalesce with the body of a game machine], and having coalesced in the body of a game machine with the recognition means is recognized, and is disseminated from an information dispatch object is carried out according to invention of claim 5, the fun of the game which cannot taste can taste with the video-game equipment which develops a game only with an actuation means.

[0061] By according to invention of claim 6, imitating the subcharacter on a game, forming an information dispatch object, imitating the Maine character on a game and forming the body of a game machine What is actually gained, and the character which appears on the screen of a monitoring device can be unified and recognized. There is presence which cannot taste with the conventional video game equipment which operates the controller by which the manual operation button was only prepared, and runs a game. The video game system of the new way of thinking which the character on a game and an actual toy can be synchronized and can play can be offered.

[0062] Since game expansion changes in the condition do not coalesce in the condition that the information dispatch object carried out gestalt change reversibly, was formed in other gestalten possible [coalesce with the body of a game machine] in the state of one of gestalten, and coalesced in them from one gestalt according to invention of claim 7, the fun of the game which cannot taste can be tasted with the video-game equipment which develops a game only with an actuation means.

[0063] Since the body of a game machine actually operated with the Maine character on a screen since the actuation means is formed in the body of a game machine can be made to unify according to invention of claim 8, it can play, while the body of a game machine not only is carrying out the gestalt of the character, but has a body of a game machine, and contact, and the game which has presence more can be enjoyed.

[Translation done.]

* NOTICES *

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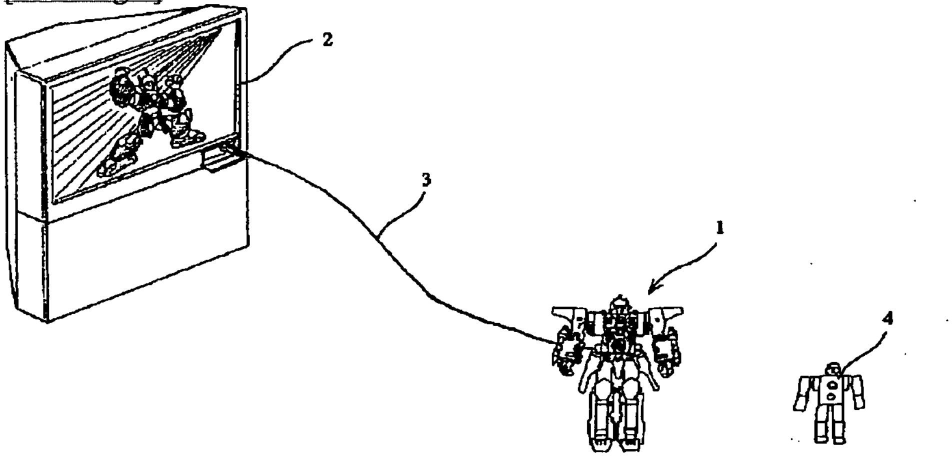
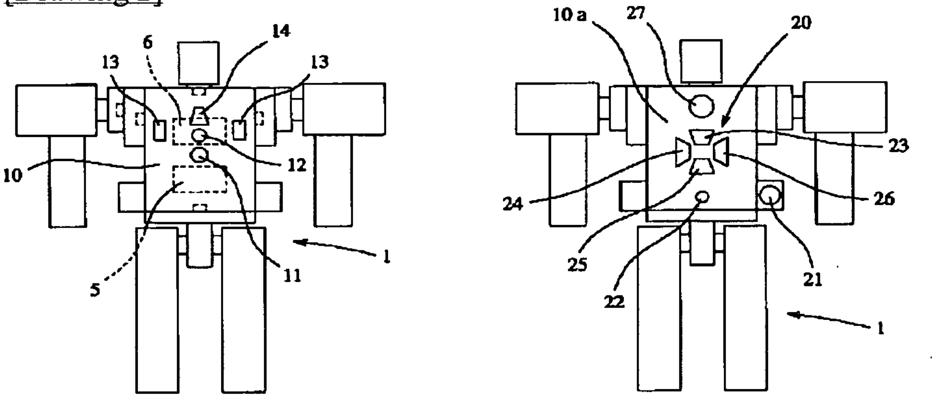
1.This document has been translated by computer. So the translation may not reflect the original precisely.
2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

DRAWINGS

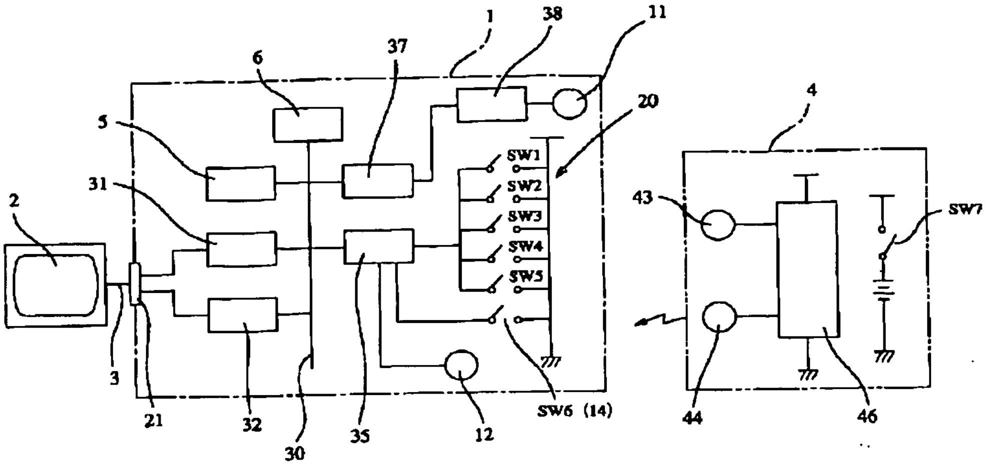
[Drawing 1]



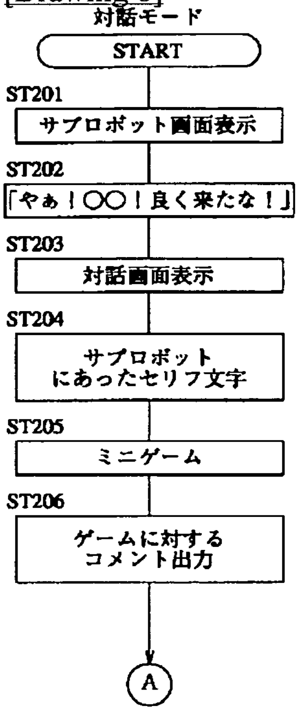
[Drawing 2]


14
6
13
13
10
12
1
11
5
10a
27
20
23
24
26
25
21
22
1

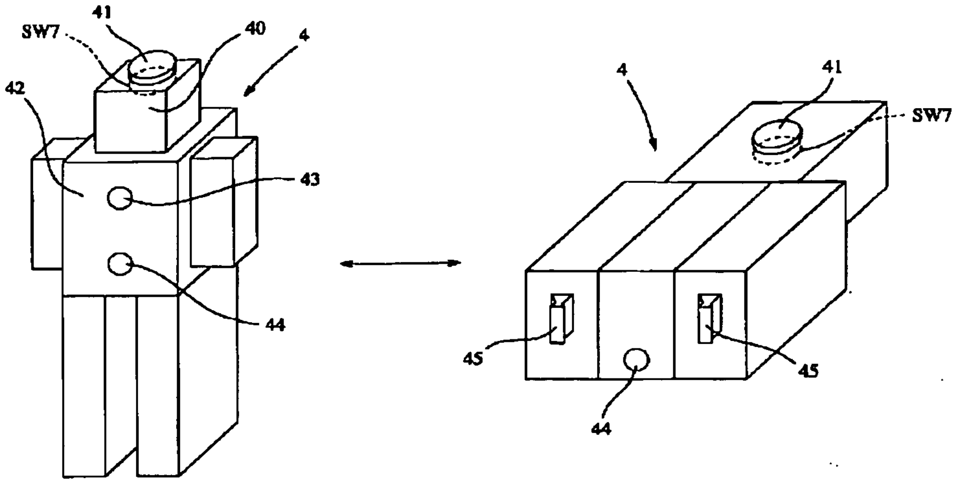
[Drawing 3]


1
38
11
37
6
20
4
5
31
SW1
SW2
SW3
SW4
SW5
43
SW7
2
3
21
32
30
35
12
SW6 (14)
44
46

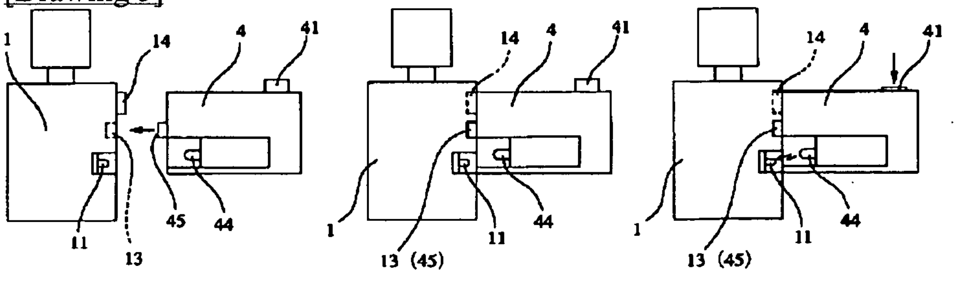
[Drawing 8]


対話モード
START
ST201
サブロボット画面表示
ST202
「やぁ！〇〇！良く来たな！」
ST203
対話画面表示
ST204
サブロボットにあったセリフ文字
ST205
ミニゲーム
ST206
ゲームに対するコメント出力
A

[Drawing 4]

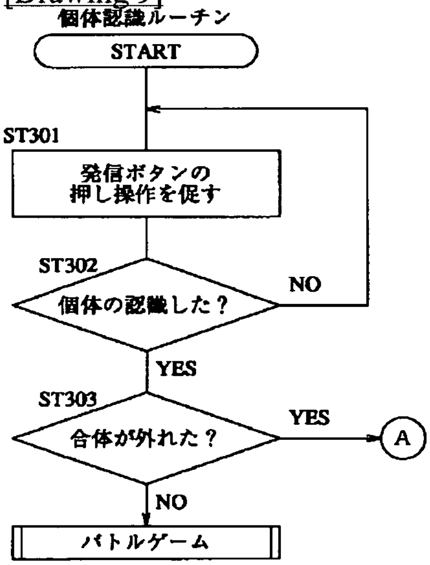

41
SW7
40
4
42
43
44
4
41
SW7
45
45
44

[Drawing 5]

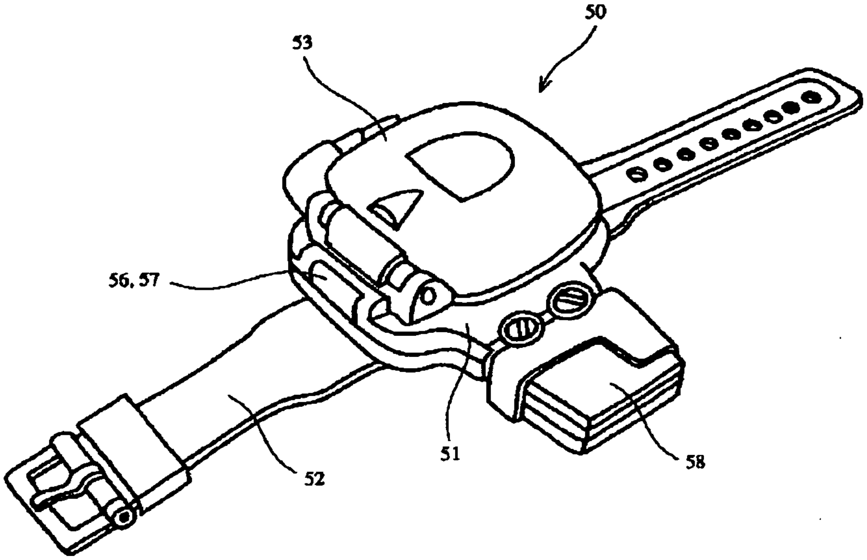

1
14
4
41
45
44
11
13
14
4
41
1
11
44
13 (45)
14
4
41
1
11
44
13 (45)

(a) (b) (c)

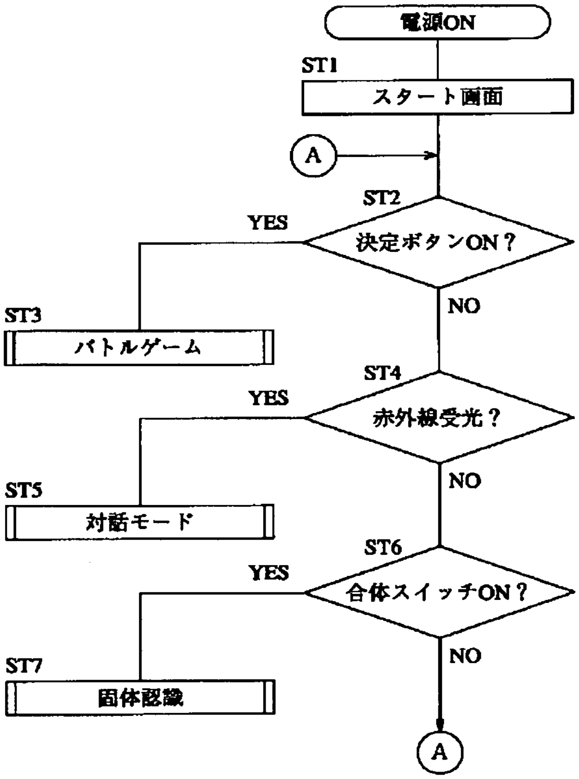
[Drawing 9]


個体認識ルーチン
START
ST301
発信ボタンの押し操作を促す
ST302
個体の認識した？
NO
YES
ST303
合体が外れた？
YES
A
NO
バトルゲーム

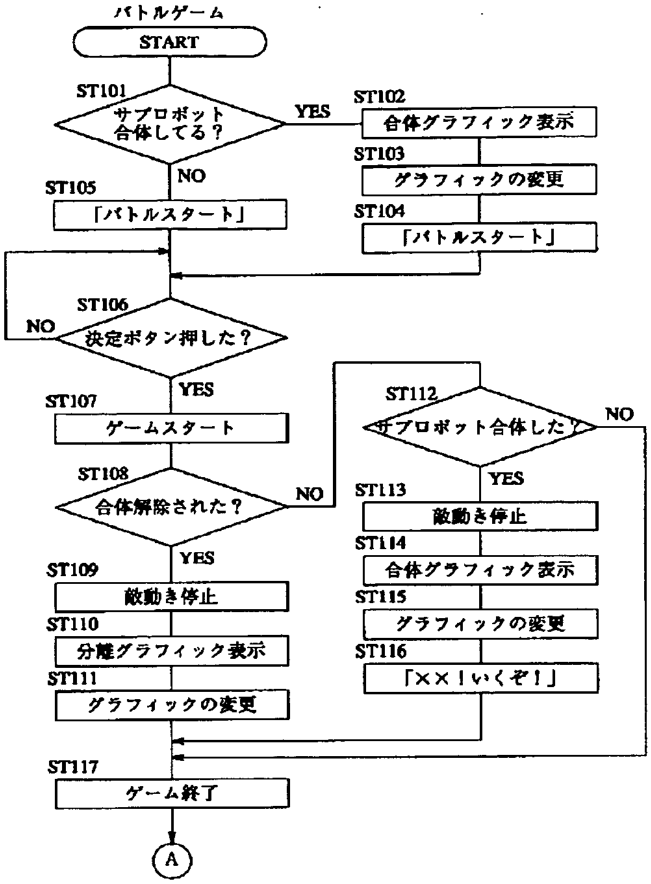
[Drawing 10]


50
53
56, 57
52
51
58

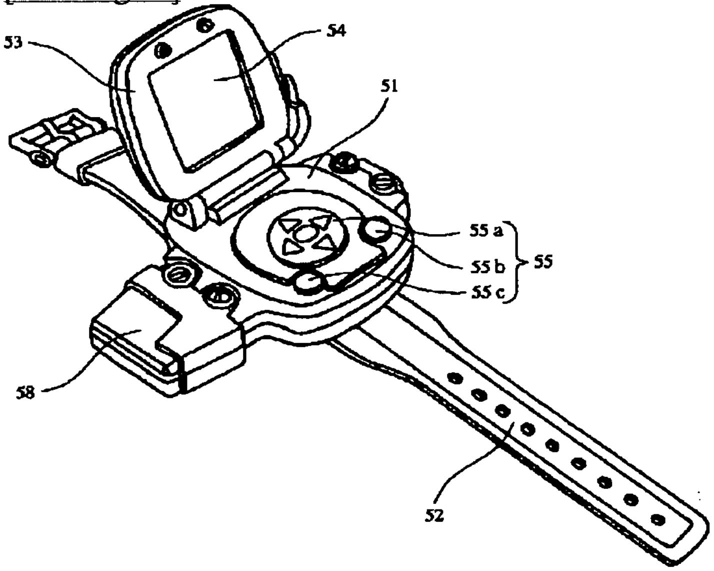
[Drawing 6]


電源ON
ST1
スタート画面
A
ST2
決定ボタンON？
YES
NO
ST3
バトルゲーム
ST4
赤外線受光？
YES
NO
ST5
対話モード
ST6
合体スイッチON？
YES
NO
ST7
固体認識
A

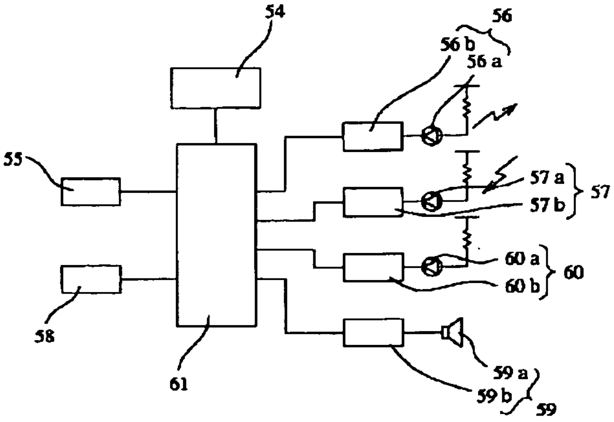
[Drawing 7]


バトルゲーム
START
ST101
サブロボット
合体してる？
YES
ST102
合体グラフィック表示
ST103
グラフィックの変更
ST104
「バトルスタート」
NO
ST105
「バトルスタート」
ST106
決定ボタン押した？
NO
YES
ST107
ゲームスタート
ST108
合体解除された？
NO
ST112
サブロボット合体した？
NO
YES
ST113
敵動き停止
ST114
合体グラフィック表示
ST115
グラフィックの変更
ST116
「××！いくぞ！」
YES
ST109
敵動き停止
ST110
分離グラフィック表示
ST111
グラフィックの変更
ST117
ゲーム終了
A

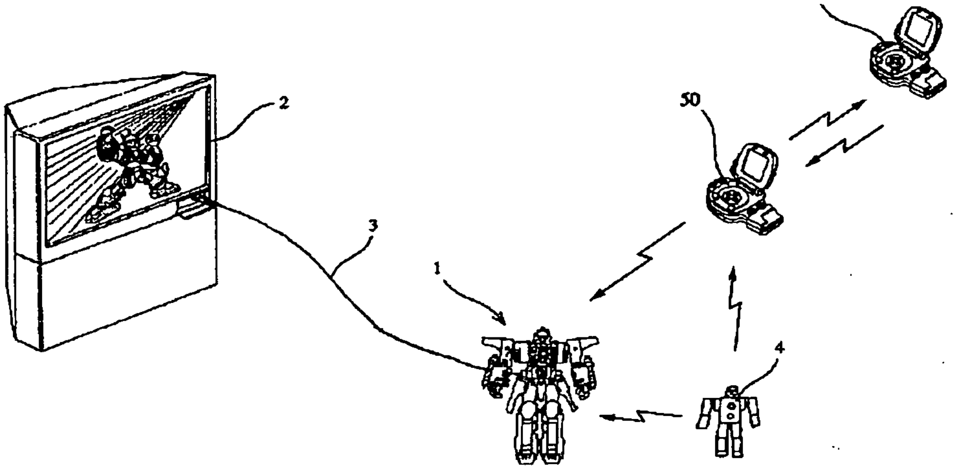
[Drawing 11]


53
54
51
55 a
55 b
55 c
55
58
52

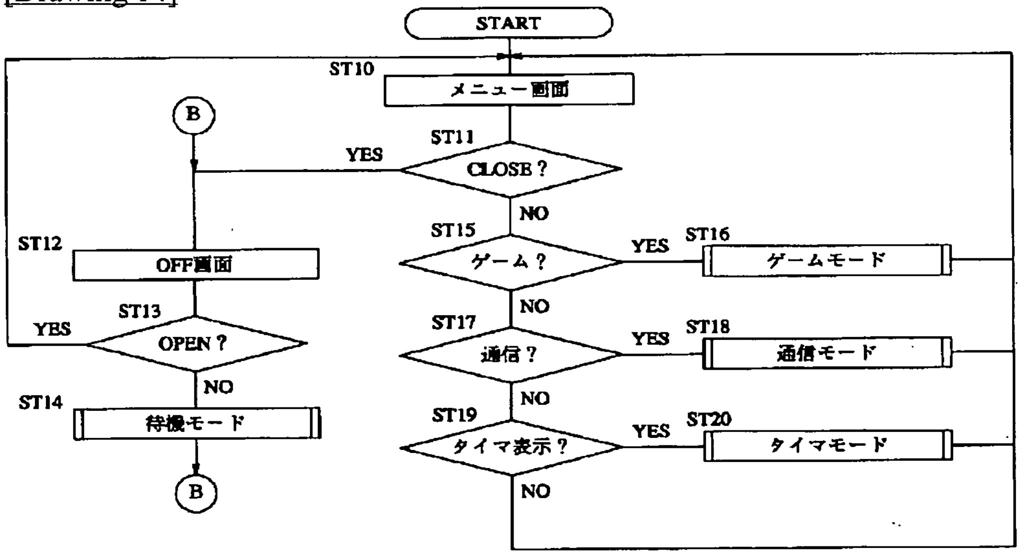
[Drawing 12]


54
56
56 b
56 a
55
57 a
57 b
57
60 a
60 b
60
58
61
59 a
59 b
59

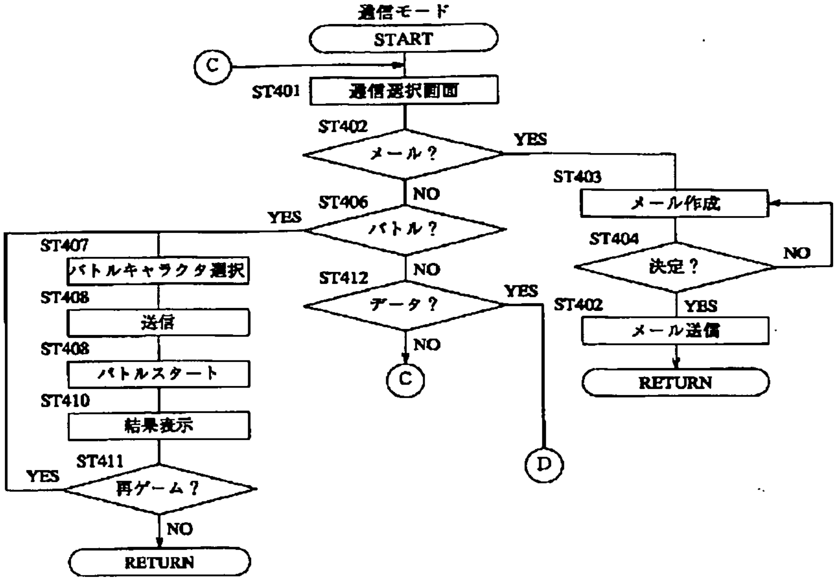
[Drawing 13]



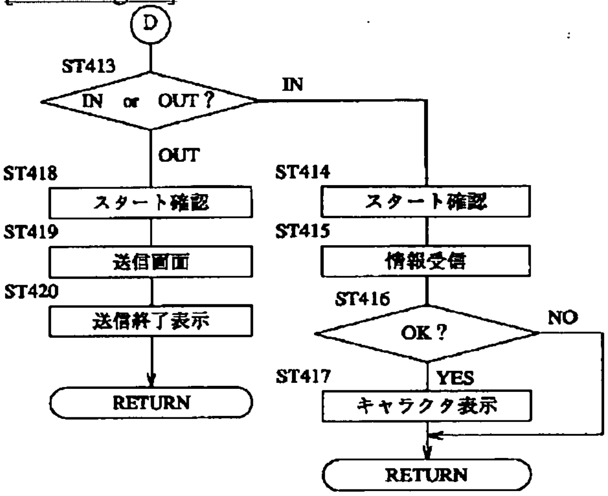
[Drawing 14]


START
ST10
メニュー画面
B
ST11
YES
CLOSE ?
NO
ST12
OFF画面
ST15
ゲーム ?
YES
ST16
ゲームモード
NO
ST13
YES
OPEN ?
NO
ST17
通信 ?
YES
ST18
通信モード
NO
ST14
待機モード
ST19
タイマ表示 ?
YES
ST20
タイマモード
NO
B

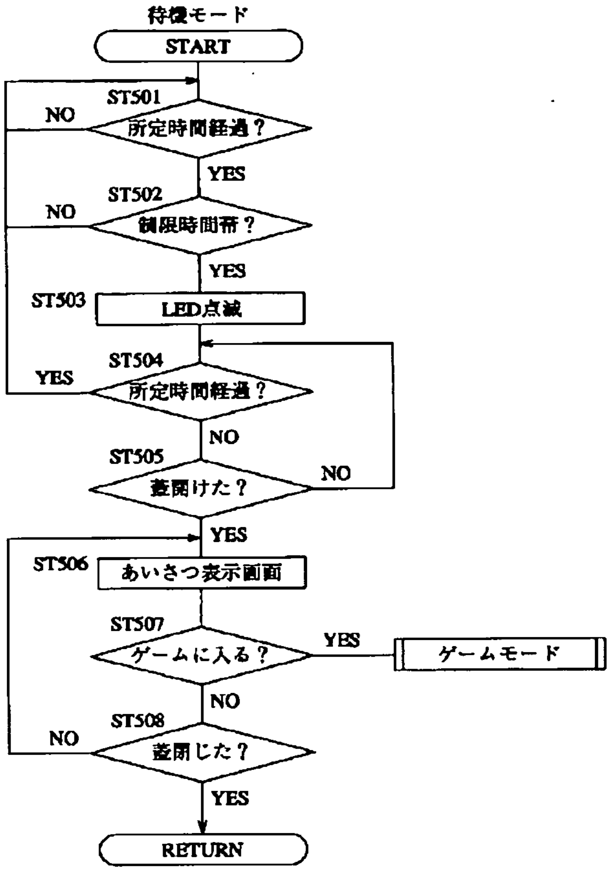
[Drawing 15]


通信モード
START
C
ST401
通信選択画面
ST402
メール？
YES
NO
ST403
メール作成
ST404
決定？
NO
YES
ST402
メール送信
RETURN
ST406
バトル？
YES
NO
ST407
バトルキャラクタ選択
ST408
送信
ST408
バトルスタート
ST410
結果表示
ST411
再ゲーム？
YES
NO
RETURN
ST412
データ？
YES
NO
C
D

[Drawing 16]


D
ST413
IN or OUT？
IN
OUT
ST418
スタート確認
ST419
送信画面
ST420
送信終了表示
RETURN
ST414
スタート確認
ST415
情報受信
ST416
OK？
NO
ST417
YES
キャラクタ表示
RETURN

[Drawing 17]


待機モード
START
ST501
所定時間経過？
NO
YES
ST502
制限時間帯？
NO
YES
ST503
LED点滅
ST504
所定時間経過？
YES
NO
ST505
蓋開けた？
NO
YES
ST506
あいさつ表示画面
ST507
ゲームに入る？
YES
ゲームモード
NO
ST508
蓋閉じた？
NO
YES
RETURN

[Translation done.]